# Witch Hunt

A 200-word cooperative or competitive RPG for 5 or more players by Jason Mical © 2015 Brown Dog Games



#### Dark times

People are afraid. Accusations of witchcraft fly as neighbors turn against neighbors. The jail is full of accused witches. Who burns at the stake—and who walks away?

## Setup

*Witch Hunt* requires at least five players, a deck of cards, notecards, pencils, and tokens for scorekeeping. The deck is one card per person, with only one face card in the deck.

## Gameplay

Each round deal the cards face down, one per player. Cards are secret. Whoever has the face card is the witch.

Players discuss who is the witch. Once finished, each player secretly writes one other player's name on a notecard (or no names)—testimony against that person. When all players turn in notecards, the witch reveals himself. Anyone whose name is on a card is burned.

## Scoring

- Burned players receive no tokens.
- If two or more non-witches burn, no player receives any tokens.
- If the witch is burned, all players receive 2 tokens.
- If the witch is not burned, he receives 5 tokens.

# Continuing play

Draw a new witch each round, and display tokens prominently.

#### Winning

The player or players with the most tokens at the end of ten rounds win.

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